Creatures of Jorune

Set this document to Landscape. Refer to the Creature Chart in the Sholari Companion for changes d = dice/die B=Bonus P=Penalty

Animal	No.	Body	Physical	Mental	Combat	Armor	How Attacks.	Additonal Damage	Isho	Notes
Beagre	3d	1d6+2	1d1P	2d	2d	-	2 claws, bite	1d	1d-2**	Each attacks separately.
Bochigon	1	3d+15	4d2B	3d	6d	3d	bite, kick	4d	-	
Clemmins in	1d	3d6+4	3d	2d	2d	2d	2 claws, bite	2d	1d	
Corondon	1	5d+20	5d2B	3d	6d	6d	4 claws, dyshas	6d	5d*20	
Cougar	2d	1d+6	3d	3d	4d	2d	4 claws, bite	2d	1d	
Creshi	6d	1d+1	1d***	1d	2d	-	bite		1d	
Crill	2d	2d+2	3d	2d	3d	1d	bite		3d	
Daij	4d	1d+3	2d***	1d	2d	-	dyshas	1d	8d*1d	Fly from water to boat to Lighting Blast
Dhrmac	2d	1d+5	3d1B	3d	4d	3d	2 claws, bite	2d	1d-2**	
Dharmee	3d	1d+5	4d1B	3d	5d	3d	2 claws, bite, tail	2d	1d-2**	
Dichandra	1	3d+5	6d	2d	5d	2d	4 fists	2d	2d	
Do-odreh	1d	2d+2	2d1P	1d1B	2d	1d	entangle, needle teeth		-	
Dothibider	5d	3d+14	4d	2d	3d	2d	kick, horns (male)	2d	2d	
Dreglamon	1d	3d+15	4d1B	3d	4d	3d	4 bites, spit rock	3d	1d	
Duradon	1d	5d+10	5d2B	2d	5d	4d	4 claws, bite	4d	4d	
Farg	1	1d+5	3d	1d1B	4d	3d	beak bite, 2 fists	2d	1d	
Giddle	6d	1d	2d	1d	1d1B	-	bite		1d	
Giggit Stg 1 Stage 2	1d 1d	1d+1 1d+2	1d1B 2d1B	1d 1d1B	1d 3d	- 1d	bite 2 claws, bite	- 2d	-	
Harn	1	2d+9	3d	2d	4d	3d	sandblast	2d	3d	
Horse	2d	2d+8	5d	2d	5d	1d	4 kick, bite	2d	-	

Locure	1	3d+7	4d	2d	3d	2d	claws, dysha	2d	2d*2d	
Lothern	1d	3d+1	5d	1d1B	5d	2d	trample	3d	-	
Mandare	1	3d-15	4d	2d	4d	4d	bite	2d	2d	
Merbian	3d	1d+2	2d	1d1B	1d1B	3d	claw		1d	
Nemsis	3d	n/a	1dxNo.	n/a	1dxNo.	n/a	digestive juice	2d	-	
Pibber Thisting	3d	1d+4	2d	 2d	1d 4d	 4d	- 2 claws	- 2d	2d	
Sankinslan	1d	1d+2	2d	2d	2d	1d	constrict	1d	1d	
Scrade	3d	1d+2	1d1B	1d1B	3d	1d	2 sherrid claws	1d	1d-2**	Also called Wasto
Sirra Sloth	2d+5	2d+6	3d	2d	3d	1d	4 claws, bite	1d	1d1B	
Scragger	4d	1d+4	2d	1d	4d	1d	bite	1d	1d-2**	
Slutch	1d	2d+10	3d	3d	3d	6d	gas		2d	
Talmaron	1d	2d+1	4d	2d	3d	3d	2 claws, bite	2d	4d	
Tarro Borkelby Plain Pocket Stiff-back	 1d 1d 2d 1d	 3d+10 2d+3 1d+2 2d+10	 4d 2d 1d1B 3d	 2d 2d 1d1B 2d	 5d 3d 2d 4d	 2d1B 1d 1d1P 2d	 4 fists, bite 4 fists, bite 4 fists, bite 4 fists, bite	 3d 1d - 2d	 2d*2d 1d*1d 2d 1d*2d	Spinner Tarro (plain mutation) has 3d*2d Isho and can cast desti dyshas when working together. Three can throw spinner dysha. All tarro screech to throw opponents off. Will roll to resist, or 1P
Thombo	2d	3d+8	4d	2d	4d	2d	kick	2d	1d	Never fight behind a thombo
Vodra	1d	2d+10	3d	3d	4d	5d	4 tentacles, dyshas	3d	4d*2d	Flight as normal mode of transportation
White Mandare	1	3d+12	2d1B	4d	3d	4d	bite, dysah	2d	6d	
Wolf	2d				3d	1d	bite, claws		1d	Pack attacks, all appearing in 1st round.

* Strangel: Roll aainst Strength to breath on successful attack. Failure means no air; if failure occurs on six consecutive rolls, defender falls unconscious. Roll against WILL to regain consciousness; four failures means victim has died.

** Some creatures are incapable of holding large quantities of isho. If the result is below zero, the creature loses isho as quickly as it comes into its body.

*** 1d for each, rolled as combined.